



Now Entering A Virtual Reality!

HERE IS WHAT YOU SHOULD KNOW HOW TO DO BY NOW:

- Use the templates to easily get started on your project. Also, set up your own scene from scratch if you needed to.
- You should be able to find your way around the UI, even if you are still slow
- You have seen some basic navigation tools, and maybe researched some more. Keep practicing these until they become second nature.
- You can import your own models/ meshes.
- You know the basics of applying collisions, and know where to go to learn more about them if needs be.
- Most importantly, you now know the basics of getting your 3d projects into a real time environment, and hopefully you have already explored a project of your own in virtual world.

*NOTE: if you don't know how to do any of these things, go back. Or, you can ask a question in the discussion forum for this course. I will try to answer, or make a supplementary video if necessary